FINAL FANTASY IX™

COMING SOON

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Precautions

• This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. • Read the PlayStation® Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture.• Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Nos. and Games Hotline Nos.

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1 Player | Memory Card 1 block | Analog Control Compatible | Vibration Function Compatible | 2 DISCS

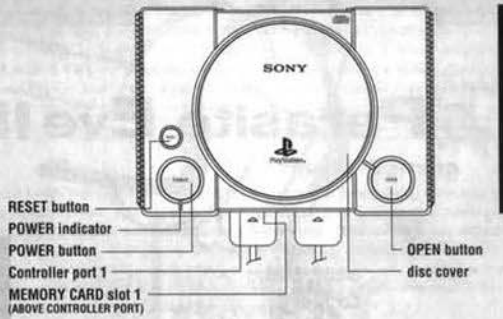
Contents

Getting Started 2
Controls 3
Saving the Game 4
The Story 5
The Characters 6
Game Screens 8
- Search Mode 8
- GPS 9
- Main Menu 10

Battle System 13
- Status 17

Parasite Energy 18
Equipment 20
Investigation Hints 25
Credits 26

Getting Started



Warning: It is advised that you do not insert or remove peripherals or MEMORY CARDs, once the power is turned on.

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a disc. Insert the **PARASITE EVE 2™** disc and close the disc cover. Insert a game controller into Controller port 1, and turn on the PlayStation game console. When the title is displayed, press the START button. The Title Screen will appear with the following options:

New Game

Select <New Game> to start a game from the beginning. After a brief opening movie, the story will begin. Skip the opening movie by pressing the START button.

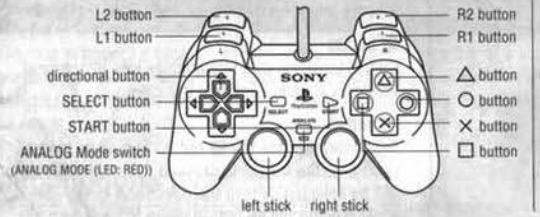
Continue

Continue playing a game from previously saved game data. Select <Continue> to view a list of the saved games on the MEMORY CARD. Select a saved game and press the ⊗ button to continue playing the game.

Option

Turn the vibration function of the Analog Controller (DUALSHOCK)™ ON/OFF.

Controls



NOTE. You may have a controller that looks like this. If so, please follow the digital instructions outlined below.

The control layout and the function of each button differ between Battle Mode and Search Mode. Refer to the following pages for the controls in each gameplay mode. Select an alternate control layout with the <Key Config> selection in the OPTION screen. Toggle the default movement speed between <Walk> and <Run> in the OPTION screen as well. The button functions for the Digital Controller are the same as those for the Analog Controller (DUALSHOCK).

Note: Switch between Analog Mode (LED: RED) and Digital Mode (LED: OFF)

Search Mode

Directional buttons
Character movement (↑ = forward, ↓ = backward, ← / → = turn left/right) / Cursor movement

SELECT button
Open the GPS map

START button
Open the Main Menu

△ button
Open the Parasite Energy menu / Open the Help window (only when in the Main Menu or GPS map)

⊗ button
Inspect object in front of Aya / Talk to person in front of Aya / Confirm selection / Open doors / Climb stairs

◉ button
Cancel selection / Close window / Run (when used with directional button up)

▣ button
Draw weapon and target enemies / Cancel selection

Left stick
Character movement / Cursor movement.
The left stick of the Analog Controller (DUALSHOCK) may only be used in Analog Mode (LED: RED). The vibration function may also be used in Digital Mode (LED: OFF). Turn the vibration function ON/OFF by selecting <Vibration> in the <Option> menu.

Battle Mode

Directional buttons
Character movement (↑ = forward, ↓ = backward, ← / → = turn left/right)

Left stick
Character movement

SELECT button
Turn vibration function ON/OFF

START button
Open Attachment window

R2 button
Use weapon's Secondary Attack

R1 button
Use weapon's Primary Attack

△ button
Open Parasite Energy menu

✕ button
Inspect an object in front of Aya / Confirm selection

○ button
Cancel targeting and reloading / Close attachment window / Cancel PE ability invocation

R3 button
Select target. Use the R3 button to change targets. Each time the button is pressed, the next-closest target will be selected. Press the directional button left/right while holding the R3 button down to cycle through targets manually.

When the Parasite Energy menu is open:
← / → directional buttons: Select Parasite Energy
✕ button : Use Parasite Energy
○ button or △ button: Cancel (closes menu and resumes battle).

Saving the Game

Use the telephones found throughout the game to save your progress. After the conversation, select <Yes> to save the game, and then select a block on which to save the game. If there is no previously saved data, or if you do not wish to overwrite previously saved data, select a <New Block> from the list. (Note: a MEMORY CARD must be inserted into MEMORY CARD slot 1 before you can save game data).

About the MEMORY CARD

Warning: Make sure there are enough free blocks on your MEMORY CARD before commencing play. Each save file uses 1 block on the MEMORY CARD.

The Story

Mitochondria

Mitochondria are organelles found in the cells of multi-cellular organisms. Possessing DNA different from that in the cell's nucleus, mitochondria may be the remains of a separate organism that the nucleus absorbed into the cell shortly after life on this planet began. Opposing theories state that mitochondria deliberately entered the cell as a nucleic parasite. Mitochondria generate ATP, an important source of cell power.

Mitochondria Eve

Based on data taken from mitochondria DNA collected from people of various ethnic backgrounds, a hypothesis was formed tracing all mitochondria to a single source: a female human in ancient Africa, identified as "Mitochondria Eve".

Christmas Eve, 1997. In a chain of events that began with the mass-immolation of hundreds of concert-goers at Carnegie Hall, Manhattan Island was evacuated and quarantined for a week. The mitochondria that had until then worked for the benefit of human cells, suddenly awakened with their own will and purpose. NYPD officer Aya Brea's actions brought the horrific incident to a close.

However, it wasn't until September of 2000 that Aya realised that the nightmare was not over, and that the string of mitochondria-related events she had been investigating would lead to an even greater tragedy.

Aya's Mission

You, as FBI agent Aya Brea, will investigate the string of strange incidents involving Neo-Mitochondrion Creatures. Battle mysterious characters and strange Neo-Mitochondrion Creatures, and gather information and evidence to crack the case. When Aya's HP reach 0, the game is over.

The Characters

Aya Brea

Age: 27

An FBI agent assigned to the Los Angeles division of MIST, the Mitochondrion Investigation and Suppression Team. Codename: NMC (Neo-Mitochondrion Creature) Hunter.

3 years ago, during the Mitochondria Eve revolution in New York, Aya, then an NYPD officer, joined forces with the Navy and contributed to the resolution of the incident. But at that same time, she was faced with the dilemma of the mitochondria within her own body awakening. After the incident in New York, Aya resigned from the police force out of consideration for her colleagues. She was quickly recruited for the undercover MIST organisation and moved to LA to chase the NMCs (Neo-Mitochondrion Creatures), which were spreading to the West. Due to the awakened mitochondria in her cells, Aya appears younger than her actual biological age.

Kyle Madigan

Age: 29

A mysterious individual claiming to be a private detective.

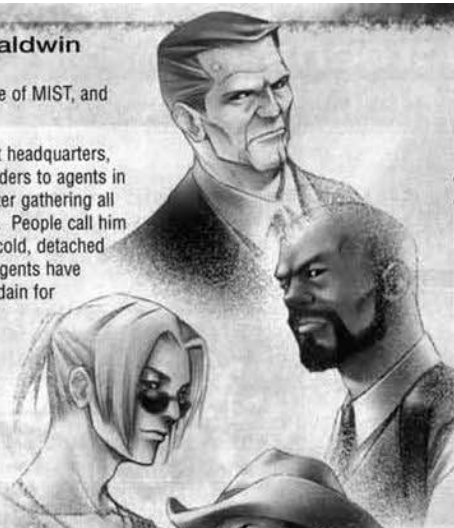
He appears out of nowhere while Aya is conducting her NMC investigation and offers to assist her. He appears to be competent, but his motives remain unclear.

Eric "Hal" Baldwin

Age: 50

The director in charge of MIST, and Aya's supervisor.

Always found back at headquarters, Baldwin relays his orders to agents in the field by phone after gathering all possible information. People call him "Hal" because of his cold, detached manner. Baldwin's agents have both respect and disdain for their stoic boss.



Rupert Broderick

Age: 37

An investigator assigned to MIST, and another NMC Hunter like Aya.

Previously working for the FBI organised crime unit, Broderick was known for his good-natured attitude. After losing his family during the New York incident, he threw everything away and joined the MIST organisation. Now, Broderick has devoted his life to exterminating NMCs.

Pierce D. Carradine

Age: 31

An investigator assigned to the intelligence division of MIST.

A master at information "retrieval", Carradine is not above using the experience gained from his illegal hacking days to find what he needs. He is a natural loner with few friends, but he enjoys talking to Aya, who joined MIST at the same time as he.

Gary Douglas

Age: 56

Douglas is a decorated Vietnam War veteran who lost a leg in a minefield.

After returning stateside, he started a scrap yard business in the desert town of Dryfield and has been living a quiet life with his dog, Flint. Douglas is also an avid firearm collector and a strong advocate of gun rights.

Game Screens

The screen layouts for Search and Battle Modes are different. The following section explains the screen layout for Search Mode, the screen in which most of the game takes place.

Search Mode

Aya's HP and MP are at the top of the screen. The numbers and green bars represent the current values. When the bars are full, Aya's HP and MP are at their maximum values.

Telephone
If a telephone is in working condition, it will have a blinking green light. Sometimes, by using the telephone, you can obtain new information. You can also save game data at telephones.

Aya
Move Aya with the directional button or the left stick (when in Analog Mode). Press the ⊗ button when Aya is standing in front of stairs or a door to climb the stairs or use the door. Press the ⊗ button in front of an object to inspect that object.

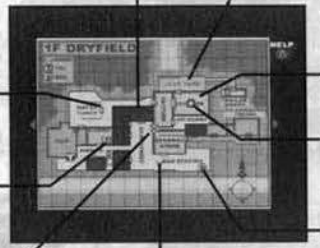
Close-Inspection Screen
When certain objects are inspected, a close-up screen and an arrow will appear. Move the arrow with the directional button or left stick. If an area on the object can be inspected or manipulated, the arrow will become red; press the ⊗ button to investigate further.

Enemy Encounters
Press the ● button during Search Mode, and Aya will draw her weapon and look for a target. If there are enemies nearby, Aya will target the nearest one, and the game will switch to Battle Mode. This way, Aya can sometimes attack her enemies before they can react.

GPS

Military GPS (Global Positioning System). Using this, Aya can map locations she has already visited. If you find a map of a region, Aya will enter the map data into the GPS, allowing you to see areas you haven't yet explored. The GPS also contains a motion detector that allows you to track nearby enemies.

Reading the GPS map
Press the SELECT button to view the GPS map. If you have found a map for the current region, the GPS will display an overall map (like the one shown below). If you have not found an area map, only explored locations will be displayed on the GPS map.



Unexplored Areas
Once you have a map, any areas you have not yet explored will be shaded grey.

Door
Locked doors are marked with a key icon. Unlocked doors are shown in blue.

Telephone
Use to contact MIST to save game data and obtain additional information.

Inaccessibility Marker
Any areas that can not be accessed are marked with a red "X" icon.

Surveyed Area (unsafe)
Areas still occupied by NMCs will be displayed in red.

Surveyed Area (safe)
Any safe areas (cleared of NMCs) will be white.

Destination Marker
If Aya has a specific destination in mind, this marker will appear on the map.

Box
Use to store equipment.

Positioning Marker
Aya's current location. The arrow points in the direction she is facing.

Help window
Press the △ button while viewing the GPS map to open the Help window, which displays the name of the current location and any comments Aya has.

Main Menu Window

Press the START button during Search Mode to view the Main Menu, in which you can change weapons, ammunition and armour, or use items, and revive Parasite Energy abilities.

Main Menu Screen

Move the cursor to the command you wish to execute by pressing up/down on the directional button, then press the ⊗ button.

USE

Select <USE> to change weapons, ammunition and armour, or to use items. Use the directional button to select a category, then press the ⊗ button to confirm your selection.

Changing Equipped Weapons

Under <WEAPON>, you can exchange the currently equipped weapon with another weapon from inventory. Select the weapon to be equipped, and press the ⊗ button to confirm. RANGE represents the weapon's firing range, RATE represents the rate of fire, and WEIGHT represents the weapon's weight. (The lighter the weapon, the faster actions such as positioning and aiming will occur).

Loading Ammunition

Select <AMMO> to reload a weapon or to load a different type of ammunition. Any ammunition compatible with the current weapon will be displayed. Select the ammunition to load, and press the ⊗ button to confirm. POWER represents the firepower of a single shot.

Primary Attack and Secondary Attack

Some weapons have two types of attack modes when you find them, while other weapons can be customised to have two attack modes. Two types of ammo will be listed under <AMMO> for these weapons. The top listing is for the Primary Attack, and the bottom one is for the Secondary Attack.

Changing Armour

Select <ARMOUR> to exchange the currently equipped armour with armour from your inventory. Select the armour to equip, and press the ⊗ button to confirm your selection. Some armour adds special abilities in addition to increasing the maximum HP and MP value, and since the attachment number differs by the type of armour, the number of items you can use during battle will vary.

Attachments

All armour has a number of slots into which weapons, ammunition and items can be placed; these slots are called attachments. Items equipped as attachments can be used in Battle Mode. Select an empty attachment slot to move an item from inventory into that slot.

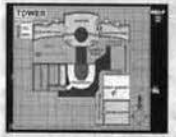
Using Items

When items in the <ITEM> column are selected, three commands will appear: <Use>, <Move> and <Discard>. Select <Use> to use the item. Select <Move> to change the order of the item within the ITEM column. Select <Discard> to discard the item. Select <Sort> to rearrange the items. The items will be organised from top to bottom as follows: Recovery / Cure Items / Weapons / Ammunition / Special Items.

KEY ITEM
Select <KEY ITEM> to view a list of any items that may prove useful or necessary in Aya's investigation. Any important items Aya finds during her investigation are automatically stored as key items. Select key items with the directional button. Press the △ button to see detailed information on the key item. Press the ✕ button to use the item in the current location (note: the item will have no effect if it can not be used in that location). Aya can always hold as many key items as she finds: there is no limit to the number of key items that can fit in inventory.

P. ENERGY
Select <P. ENERGY> to expend EXP to revive Parasite Energy abilities. Please refer to page 18 for Parasite Energy usage.

MAP
Select <MAP> to view the GPS map. This is the same map that is displayed when the SELECT button is pressed during the Search Mode.



OPTION
Change the gameplay environment by selecting <OPTION>. There are seven options: Sound, Music, Cursor, Vibration, Movement, Key Config and Restore default configuration. Set these options to your preference by reading the explanation on the bottom of the screen.

Help Window (reading a detailed guide)
Press the △ button while on the KEY ITEM, USE or P. ENERGY screens to view a detailed explanation about each selection. Sometimes, you may be able to identify unknown items by viewing their descriptions in the Help window.

Unknown items can be identified with the Help window.

Detailed properties can be viewed for each item.

Battle System

When Aya finds enemies, or when she is discovered by them, the screen switches from Search Mode to Battle Mode.

Reading the Battle Screen

Battles occur in real-time (enemies and allies move simultaneously).

Aya's current HP/MP values

Target Mark
The enemy currently being targeted

Damage Counter
The amount of damage your attack does to the enemy

Remaining Ammo

Motion Detector Display
Shows the location of nearby enemies. Aya is at the centre of the circle: the top of the circle shows the area in front of Aya, and the bottom shows the area behind Aya. Red dots denote enemies that are currently targeted, and yellow dots represent the other enemies in the area.

Attacking with Equipped Weapons

TARGETING
Before Aya can hit an enemy, she must target it. Press the ● button to target the closest enemy or object. Press the ● button again to change targets to the next-closest enemy. While holding the ● button, press left/right on the directional button to cycle through targets quickly.

ATTACK
Press the R1 button to attack the targeted enemy. The damage your weapon does will vary depending on how close the target is and how powerful the weapon and ammunition are. If you press the R1 button, Aya will fire her weapon, even if the enemy is out of range or hidden behind an obstacle.

RELOADING AMMUNITION

The remaining ammunition for an equipped weapon is displayed in the lower right-hand corner of the screen. When your equipped weapon's ammo reaches 0 during battle, pressing the R1 button will reload the weapon as long as you still have more of the same type of ammunition. If you attach ammunition to Aya's armour, you can reload your weapon at any time during battle. However, if the only remaining attached ammunition is of the same calibre, but of a different type, the gun will not automatically reload. If you want to use different types of the same calibre ammunition in a battle, you will have to attach them to your armour and change the ammunition type manually from the attachment window during battle.

Attacking with Secondary Weapons

Press the R2 button to attack using the equipped weapon's Secondary Attack. If the ammunition used by the Primary and Secondary weapon is different, another window displaying the remaining ammo for the Secondary Weapon will appear in the lower right corner of the screen. Weapons with only one attack may have two different rates of fire. Switch between the two by using the R1 or R2 button.

Escape from Battle

Aya can escape from battle by running through doors, climbing stairs, or moving to other rooms. However, note that BP are deducted when Aya runs away from a battle.

Changing Weapons & Using Items during Battle Mode

Press the START button during Battle Mode to open the attachment window. The game will pause as long as the attachment window remains open. In the frame on the left, the currently-equipped weapon and ammunition are displayed. In the frame on the right, the currently equipped armour and all items equipped as attachments are displayed (item icons are displayed according to type). Select an item to use or equipment to switch with the left/right directional button, then press the ⊗ button to confirm your selection. As long as the newly-equipped weapon is already loaded with ammunition, Aya will automatically reload it during combat even if its ammunition is not equipped as an attachment.

Ammunition Properties

Each weapon and each type of ammunition has an ideal firing range. Even when the enemy is within range, the closer the enemy, the more damage your weapons will inflict (note: long range rifles and grenades that cause explosive damage are not affected by range). Some creatures are vulnerable to damage caused by specific ammunition or weapons. These weapons will cause greater damage than normal.

When Entangled by the Enemy...

Some enemies may bite or swarm Aya so that she can not attack. If this happens, press the directional button rapidly to shake off the enemy's attack.

Using Parasite Energy during Battle

Aya's mitochondria rapidly combine ATP* to generate enormous amounts of energy. This is called "Parasite Energy". Parasite Energy consumes MP (Mitochondria Points), displayed in the top left corner of the screen, but allows Aya to attack, defend, heal herself and recover from status abnormalities. For details, please refer to page 18.

Selecting Parasite Energy

Press the △ button during battle to pause the game and view the Parasite Energy menu. Using the left/right directional button, select a Parasite Energy ability to use and press the ⊗ button to confirm your selection. After you have selected a Parasite Energy ability, the ability's area of effect will be displayed on-screen as a green wire-frame. If Aya is flashing green, she will be affected by the ability as well.

Motion Detector Display
The area that the Parasite Energy ability will affect is also shown on the GPS motion detector. The green area represents the affected region.

Parasite Energy Menu
The name of the selected Parasite Energy, its level and MP cost to use.

*ATP = Adenosine Triphosphate

ATP Gauge and Misfire

Once a Parasite Energy ability is selected, Aya will begin to combine ATP. Since Aya will need to be completely focused, she will not be able to move during this time. The amount of time required to invoke a Parasite Energy ability can be seen on the ATP gauge in the lower right corner of the screen. When the ATP gauge disappears, the Parasite Energy effect will trigger and Aya's MP will be consumed. If Aya is attacked before the effect is triggered, the ATP combination will be interrupted, so be sure that you are reasonably safe before using Parasite Energy abilities.

Battle Completion

After the battle is completed, a battle result window will open, displaying your EXP, BP and MP bonuses. After some battles, Aya may acquire new items. If your inventory is full, you will need to discard either an item from inventory or the newly-acquired item.

Status Abnormalities

Attacks from some enemies may cause status abnormalities. Status abnormalities may inconvenience Aya for a short amount of time, but when battle is completed, she will recover from them. See the chart below for the effects of status abnormalities and methods to remove them.

STATUS	ICON	EFFECT	RECOVERY METHOD
Silence		Can not use Parasite Energy Abilities.	Stim
Confusion		Loss of sense of direction. Aya has difficulty moving.	Stim/Metabolism
Berserker		Weapon attack power increases, but HP decrease during attacks. Only offensive PE can be used, but the PE level increases by 1 (MAX level 3). However, PE will consume HP instead of MP.	Stim
Poison		HP gradually decrease. Poison circulates when Aya moves, and HP decrease faster.	Penicillin/Metabolism
Paralysis		Temporarily unable to move. (In this situation, press the directional button rapidly to regain movement for a short time).	Penicillin/Metabolism
Darkness		Can not target enemies.	Penicillin/Metabolism

When Metabolism, Stim or Penicillin are used, Aya will be immune to status abnormalities for a certain amount of time.

Parasite Energy

Possessing the mitochondria that have "awakened" and formed a symbiotic relationship with her, Aya has the ability to invoke Parasite Energy abilities (PE) that imbue her with special powers.

Liberating Parasite Energy

Because Aya sealed away her Parasite Energy long ago, she can only use Pyrokinesis at the start of the game. By using EXP acquired during battle, she can revive her sealed-off Parasite Energy abilities. From the Menu Screen, select <P. ENERGY>, then choose which PE to revive with the directional buttons. Press the ⊗ button to view the effect of the selected PE. Select <Revive> to consume the EXP and regain the PE ability. EXP cost to learn the PE is displayed at the bottom of the screen under EXP COST.

View the effects and characteristics of each PE by selecting the PE ability and pressing the △ button to open the Help window.

PE Categories and Strengthening PE

Parasite Energy is divided into 4 properties: FIRE, WIND, WATER and EARTH. Each property has two abilities. With enough EXP (check the EXP COST at the bottom of the screen), you can revive or strengthen any Parasite Energy ability for any property. Check effect ranges and characteristics by pressing the △ button.

Using Healing in Search Mode

Healing, which restores Aya's HP, can also be used outside of Battle Mode. Open the Parasite Energy menu by pressing the △ button, then select a healing Parasite Energy and press the ⊗ button to restore Aya's HP.

Increasing HP and MP

Aya's maximum HP value only increases with armour or items. The HP increase from armour is a bonus that occurs only while the armour is equipped. If the armour is changed, the maximum HP value will also change. Aya's maximum MP value can increase with armour or items, or when she revives PE abilities. The MP bonus differs according to the PE type and level, so check the Bonus MP when you revive PE abilities. The MP increase from armour is a bonus that occurs only while that armour is equipped.

Equipment

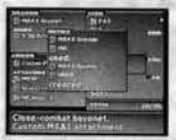
There are 4 types of equipment: weapons, ammunition, armour and items. Equipment can be purchased or obtained during Aya's investigation. Equipment purchasing and equipment warnings are explained in the following section.

Purchasing Methods

When Aya defeats all enemies in a battle, she will be awarded BP. Purchase equipment by spending the BP you receive in battle. You can purchase equipment in the MIST firearm control room, as well as in other designated areas.

Customising Weapons

Certain weapons can be customised. Select the weapon attachment from the Item screen, then select <USE> to customise the current weapon. Any currently-equipped weapon attachment will be removed and returned to inventory when you attach a new weapon attachment.



Special Weapons

Some weapons require unusual ammunition, such as batteries or fuel. Fuel and batteries are automatically supplied when the weapons are purchased.

Basic Weapons Types

CAPACITY: Maximum Ammunition; WEIGHT: Weapon's Weight; RANGE: Range of fire; RATE: Rate of fire.

M93R
CAPACITY: 20 rounds
WEIGHT: 117, RANGE: 50
RATE: 110
9mm handgun that fires a 3-round burst. The secondary attack fires a single round.

Grenade Pistol
CAPACITY: 1 round
WEIGHT: 260, RANGE: 350
RATE: 1
40mm pistol-sized grenade launcher. Fires a single 40mm grenade.

PA3
CAPACITY: 3 rounds
WEIGHT: 270, RANGE: 30
RATE: 2
Pump-action shotgun. Fires a single 12-gauge shot.

MP5A5
CAPACITY: 30/50 rounds
WEIGHT: 288, RANGE: 55/5
RATE: 80/2
9mm submachine gun equipped with a flashlight as a secondary attack. Fires a burst of 9mm rounds. The flashlight uses a battery.

M4A1 Rifle
CAPACITY: 30 rounds
WEIGHT: 254, RANGE: 500
RATE: 85
5.56mm assault rifle used by special forces. Fires a 3-round burst. The secondary attack fires a single round. This assault rifle can be customised.

M4A1 Grenade
CAPACITY: 30/1 rounds
WEIGHT: 390, RANGE: 500/250
RATE: 85/1
M4A1 assault rifle equipped with a grenade launcher. Fires a 3-round burst. The secondary attack fires a single 40 mm grenade.

Basic Ammunition Types

9mm P.B.
(power: 10)
9mm full metal jacket round. Can be loaded into handguns and submachine guns.

Grenade
(power: 270)
40mm high-quality explosive round. Upon impact, shrapnel causes extensive damage.

5.56 Rifle
(power: 22)
5.56mm full metal jacket round. Can be loaded into rifles and light machine guns.

Buckshot
(power: 40)
12-gauge shotgun shell. Releases 8 balls of shot in a single burst.

Basic Armour Types

ADD HP and ADD MP refer to the HP and MP bonuses added when the armour is equipped. ATTACHMENTS are the number of items that may be equipped. SPECIAL FEATURES are any special abilities the armour possesses.

Assault Suit
ADD HP: -----
ADD MP: +10
ATTACHMENTS: 5
SPECIAL FEATURES:
Resistance to Poison

Jacket made for extreme weather conditions in the desert. Defence power is low, but it has many attachments.

Turtle Vest
ADD HP: +5
ADD MP: +20
ATTACHMENTS: 3
SPECIAL FEATURES:
MP Recovery, Resistance to Paralysis

NMC Hunter's protective vest. The vest can be worn underneath street clothes.

Tactical Armour
ADD HP: +60
ADD MP: +30
ATTACHMENTS: 8
SPECIAL FEATURES:
High-quality motion detector

Displays target's HP. Military-grade armour vest. Displays moving objects on a heads-up display.

Tablets/Recovery1
Vitamin tablets. Restores a small amount of HP. (Restores 50 HP when used in the Main Menu; restores 45 HP when used during battle).

Key Chain/Combat Light
Disposable defence weapon. When used during battle, blinds any enemies in front of you.

Plastic Bottle/MP Boost1
Spring water. Restores a small amount of MP. (Restores 30 MP when used in the Main Menu; restores 25 MP when used during battle).

Pouch/Belt Pouch
Large pouch that can be attached to a belt. Increases the number of attachments available for the currently-equipped armour. Attachment +1.

Key Item/Cafeteria Key
An antique key. Key to the Parthenon Cafe.

Key Item/Monkey Wrench
A wrench that is adjustable to fit different nuts and bolts.

Investigation Hints

Basic operation – use your eyes and feet!
When investigating an NMC incident, thoroughly examine even small pieces of evidence, and follow every lead. If something looks suspicious, press the ⊗ button and examine the surroundings. There may be an unexpected hint hidden somewhere.

The most effective way to battle multiple monsters at once?
When fighting multiple enemies, be aware of your environment: see if there are any useful features nearby. For example, by luring enemies into a narrow passageway, you can fight them one at a time. Sometimes, obstacles can trap or obstruct enemies, allowing you to attack them without fear of a counterattack.

Be careful when you skip the movies
The beginning demo movie, opening movie and all other movies within the game may be skipped by pressing the START button. Use this to skip scenes you've already seen, but be careful. You might miss parts of the story!

Credits

SQUARE CO., LTD.

Executive Producers	Tomoyuki Takechi, Hironobu Sakaguchi
Produced by	Yusuke Hirata
Directed by	Kenichi Iwao
Edited by	Yasuyuki Matsunami
Program Director	Tatsuo Fujii
Battle Director	Yuichi Kanemori
Character Illustration	Tetsuya Nomura, Fumi Nakashima
Battle Program Director	Atsushi Okada
Event Program Director	Kazuhito Yoshida
Quest Director	Yoji Fujito
Square "Parasite Eve" Special Adviser	Takashi Tokita
Animation Director	Reiko Kitaichi
Art Director	Satoru Nishikawa
Production Manager	Kiyomi Tanikawa

Localisation Department

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Deputy General Manager	Akira Kashiwagi
Localisation Director	Ichiro Nonaka
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French Translation	Laurent Sautière
German Translation	Tet Hara
Spanish Translation	Eduardo López
Italian Translation	Manuela Suriano

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CG Director	Hiroshi Fujiwara
Production Manager	Norimichi Kurosawa

SHIROGUMI, INC.

CGI Supervisor	Toshio Yamamoto
CGI Chief Animators	Akira Iwamoto, Takayuki Taketa

DIGITAL MEDIA LAB, INC.

General Manager	Kazuyuki Hatta
Producer	Yasuhiro Sasaki
Main Director	Kenji Goda

SQUARE SOUNDS, INC.

Sound Director	Yohei Kishimoto
Original Music	Naoshi Mizuta
Square "Parasite Eve" Original Music	Yoko Shimomura

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Localisation Manager	Yutaka Sano

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Spanish QA Coordinator	Monica Costoya
Italian QA Coordinator	Achilles Hilmi
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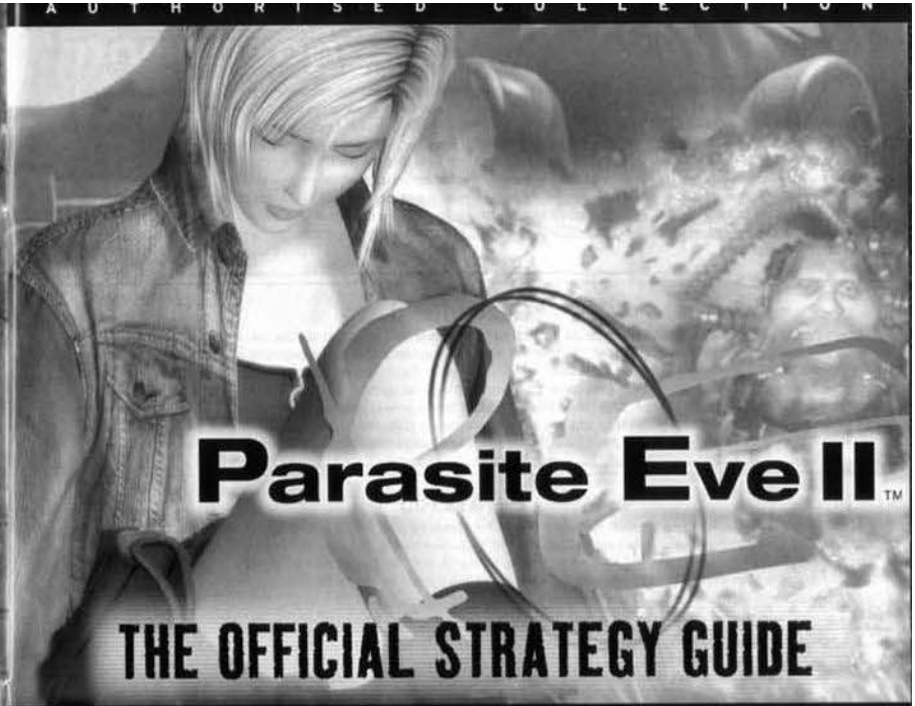
Tom, Bee, Junko, Niko, Paul, Red Pepper Design, ACB Vertaalbureau.